

WHAT IS CLAIMED IS:

1. A method for playing a card game by a plurality of players, the method comprising the steps of:
 - 5 pairing the plurality of players;
 - providing a plurality of playing cards to each of the pairings, each card having an established numerical value;
 - 10 establishing a target numerical value for completion of the card game;
 - each of the plurality of players placing a first wager on results of a play of a hand of the card game and a second wager on results of a complete play of the card game;
 - determining, by a supervisor of the game, a percentage of the wagers to compensate the supervisor;
 - 15 dealing a plurality of playing cards to each player in the pairing in a face down manner, placing one card in a face up manner and placing the remaining undealt cards in a face down manner;
 - marking, by the supervisor, the face up card to determine a minimum numeric value of cards to signal an end of a hand;
 - 20 selecting a first player within each pairing;
 - permitting the first player an option of drawing the face up card;
 - if the first player does not draw the face up card, permitting the second player in the pairing an option of drawing the face up card, and if the second player does not draw the face up card, drawing, by the first player, a top card of the remaining undealt cards;
 - 25 discarding, by the player that drew a card, a card from among the plurality of playing cards;
 - if possible, signaling, by one of the first and the second player, an end of a hand of play, wherein said signaling step is followed by steps of:
 - 30 displaying, by each of the players in the pairing, the playing cards held by each of the players;
 - determining a numeric value representing a difference in unmatched cards held by each of the players in the pairing;

tallying a score, in accordance with predetermined rules, for the signaling player representing a numeric value assigned for signaling the end of the hand and the numeric value representing the difference in unmatched cards;

5 paying the signaling player the first wagers; and

if the signaling player's score is greater than the target numeric value for completion of the game, paying the signaling player the second wagers and ending complete play of the card game,

10 else beginning a next hand of the card game by performing the aforementioned dealing, marking, selecting, drawing, discarding and, if possible, signaling steps; and

if it is not possible for the player that discarded to signal an end of a hand, permitting a next sequential one of the players to perform the aforementioned drawing, discarding and, if possible, signaling steps.

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2. The method of claim 1 wherein the target numerical value for completion of the card game is a value of one hundred and fifty points.

20 3. The method of claim 1 wherein the first wagers of each of the players are held in a first pot and the second wagers of each of the players are held in a second pot and the first and second pots are separate.

4. The method of claim 1 wherein the wagers in the first and the second pot represent one of a monetary sum of money, points and prizes.

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5. The method of claim 1 wherein the plurality of playing cards dealt to each of the players is comprised of ten playing cards.

30 6. The method of claim 1 wherein the first player is selected by an initial drawing of one card by each of the players in the pairing and the first player drawing the highest point value card.

7. The method of claim 1 wherein when in the discarding step the discarding player is not permitted to discard the face up card if it was just drawn.

8. The method of claim 1 wherein prior to the determining the difference step, non-signaling players may layoff unmatched cards onto sets of the signaling players cards.

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9. The method of claim 8 wherein the non-signaling players are not permitted to layoff cards if the signaling player has no unmatched cards.

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10. The method of claim 1 wherein the tallying step includes:
adding a numeric value of thirty points to the signaling player's score if the signaling player has no unmatched cards in its hand.

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11. The method of claim 1 further including:
ending a hand of play of the card game and performing the dealing, selecting,
drawing, discarding and, if possible, signaling steps, if there are less than a minimum
predetermined number of remaining undealt cards.

12. The method of claim 11 wherein the minimum predetermined number
of remaining undealt cards is two cards.

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13. The method of claim 1 wherein the card game is played at a table in a
gaming establishment.

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14. The method of claim 1 wherein the card game is implemented in an
electronic video game.

15. A game of chance played by a plurality of players, wherein the
plurality of players are paired, the game of chance comprising:

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a plurality of playing cards for each of the pairings of players, each card
having an established numerical value;

a first pot including a first wager placed by each of the players in the pairing
on results of a play of a hand of the game; and

a second pot including a second wager placed by each of the plurality of
players on results of a complete play of the game;

whereby a hand of the game is played when one of the players in each pairing deals a predetermined number of the playing cards in a face down manner, places one card in a face up manner and places the remaining undealt cards in a face down manner and each of the players in a pairing selectively draws one card from either a top card of the remaining undealt cards or the face up card, discards a card and, if possible, wins the hand of play by arranging cards in one of a number of predetermined sets, wherein the winning player receives the first wagers in the first pot and points applied to a total score needed to win the game;

whereby a plurality of hands of the game are played until at least one of the plurality of players accumulates the total score needed to win the game, wherein the player accumulating the winning total score receives the second wagers in the second pot and play of the game ends.

16. An electronic game of chance played by at least one player against a computerized representation of a dealer, the game of chance comprising:

a computer processing unit;
a display unit operatively coupled to the processing unit;
a memory device operatively coupled to the processing unit; and
application programming code executing on the processing unit and programmed to exhibit, on the display unit, a graphic representation of a plurality of playing cards, each representation having an established numerical value; the code defining a first pot including a first wager placed by the at least one player on results of a play of a hand of the game and a second pot including a second wager placed by the at least one player on results of a complete play of the game;

whereby a hand of the game is played when the at least one player instructs the application programming code to permit the dealer to deal a predetermined number of the playing cards in a face down manner, places one card in a face up manner and places the remaining undealt cards in a face down manner, wherein the at least player and the dealer selectively draw one card from either a top card of the remaining undealt cards or the face up card, discard a card from their respective hands and, if possible, arrange the cards in their hands in one of a number of predetermined sets to win the hand, wherein either the at least one player or the dealer receive the first wagers in the first pot and points applied to a total score needed to win the game;

whereby a plurality of hands of the game are played until the at least one player or the dealer accumulate the total score needed to win the game, wherein when the at least one player or dealer accumulate the winning total score, the winning player receives the second wagers in the second pot and play of the game ends.